NES-5R-USA

BANDAI

The ROCKETEER

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM

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BANDAI®

The ROCKETEER

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Precautions

1. Turn off the power before inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older television models have rounded screens and may block out a portion of the image.

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WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

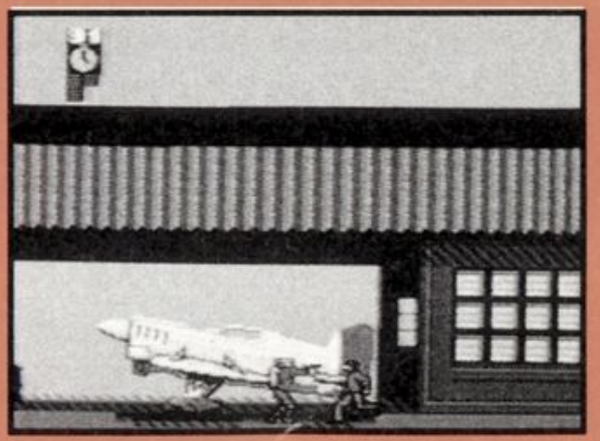
Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

1. Introduction

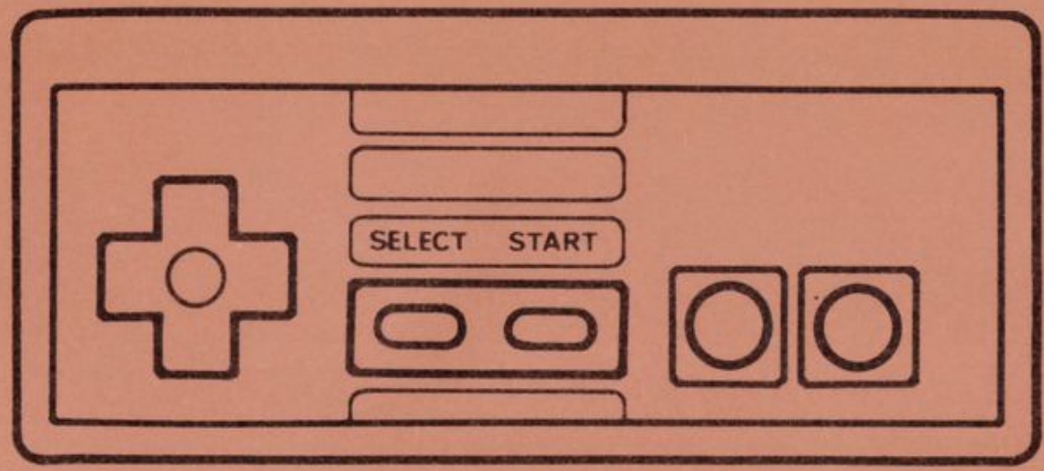
The Time: 1938

The Place: Sunny Los Angeles

The Story: You control ace pilot Cliff Secord as he finds a mysterious rocket pack, unaware that it had been stolen and hidden by a notorious World War II enemy war movement. Cliff becomes further woven into this web of intrigue when his girlfriend, Jenny, is kidnapped by Neville Sinclair, a suave European movie star. It seems Sinclair is secretly working for the enemy war effort and wants to recapture the rocket pack, which he plans to give to the enemy forces in Europe to use in the fight against the U.S. and their allies. Sinclair will stop at nothing, as he and his gang of local thugs and enemy military forces try to track down Cliff and recover the valuable rocket pack.



2. How to Operate the Controller



A Button: Push to jump.

B Button: Push to use the currently selected weapon.

START Button : Push to pause and restart the game.

SELECT Button : Push to cycle through the available weapons.

Control Pad : Push to move forward, backward, or to kneel.

Control Pad + A: When Cliff has fuel, press the A Button twice to activate the rocket pack and use the Control Pad to direct his flying. To stop flying, press the A Button again and then press the Control Pad down.*

*Cliff will also stop flying if he runs out of fuel or is hit by enemy fire.

3. How to Play the Game

Getting Started

Please read this instruction booklet carefully to ensure proper handling of your new game. Save the booklet for future reference. Put the cartridge in the NES, turn the power on, and hit RESET. After the copyright message clears from the screen, the Rocketeer logo will appear. Press the START Button and a picture of an airplane hangar will appear. Select START by pressing left on the Control Pad and then press the A Button. Play will begin with Chapter 1.

The game consists of six chapters. The story will unfold by itself through various dialogue screens as you progress from one chapter to another. To speed up the rate of the dialogue, hold down the A Button, or to skip to the next sentence of the story, press the A Button once a sentence has finished printing(the stories can be completely skipped by pressing the START Button during any part of the dialogue). When the story for a chapter is done, play will begin at that chapter's first location.

The Status Bar

The Status Bar is located in the upper left hand corner of the game screen. The number at the top shows you how many bullets Cliff has (from 1 - 99). Below that is a picture that indicates which weapon he is currently using (see the Weapons section for details). At the bottom of the Status Bar are two bar graphs. The red bar graph on the left indicates Cliff's strength level (0 - 8 units). The grey bar graph on the right shows how much fuel he has (0 - 11 units). The unit levels on both of these graphs can be increased by finding certain prizes along the way (see Prizes section).

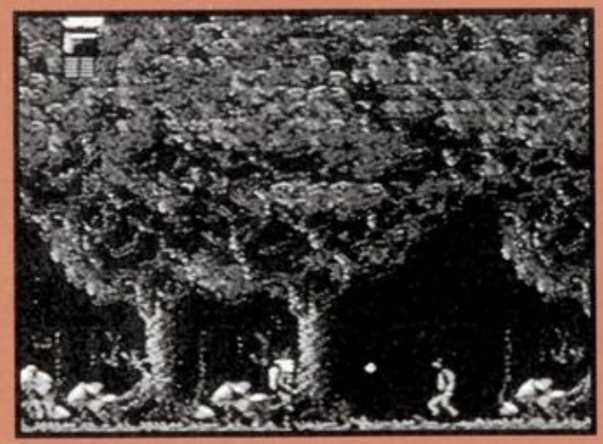
..... Number of Bullets

..... Current Weapon

..... Fuel Meter

..... Strength Meter

Controlling Cliff



You control Cliff Secord as he battles his way through each chapter by pressing the Control Pad right or left to move forward or backward and pressing down to kneel. To make Cliff jump, press the A Button.

When Cliff has fuel (see Status Bar section for details), you can make him fly by pressing the A Button to make him jump then pressing the A Button again before he reaches the highest point of his leap. You control the direction of flight by using the Control Pad. To make Cliff land, press the A Button again and then press the Control Pad down. Cliff will also stop flying if he runs out of fuel or is hit by enemy fire.

Weapons

Cliff has several lethal weapons at his disposal. Each weapon requires a different number of bullets to be fired, and each time the a weapon is fired, it uses up that number of bullets. As long as Cliff has the right amount of bullets, he can select a given weapon. The current amount of bullets at any time will be shown at the top of the Status Bar. To increase the number of bullets, Cliff must find certain prizes along the way (see Prizes section). The weapons, their bullet requirements, and their uses are listed below:

	WEAPON	BULLETS NEEDED	USES
	Fist	0	To punch enemies, or to break open lockers and other items that contain hidden prizes.
	Pistol	1	Fires a single shot.

	WEAPON	BULLETS NEEDED	USES
	Rifle	2	Fires a single shot, but farther and faster than the pistol.
	Spray Gun	3	Fires three shots in a fan pattern; shoots a short distance.
	Hand Grenade	5	Explodes on contact with enemies and with some surfaces.
	Bazooka	15	A high-powered but costly weapon; most effective against enemy helicopters and high-powered enemy equipment.

Enemies

Cliff will encounter many enemies and enemy devices as he fights his way through the game. Different enemies require different amounts of hits to be defeated. Some defeated enemies will drop prizes which Cliff can pick up. The enemies include:

Enemies and Enemy Devices

- **Brawlers:** -They run at Cliff.
- **Standing Shooters:** -They usually hide behind objects and shoot at Cliff.
- **Kneeling Shooters:** -A harder target; Cliff must kneel and shoot while avoiding their fire.
- **Enemy Rocketmen:** -The enemy war movement equipped a few test pilots with experimental rocket packs. Some of them shoot and at higher levels some drop bombs.
- **Grenade Throwers:** -Throw grenades from windows.

•Proximity Mines:	-These go off only as you approach. Cliff must duck under or jump over their deadly shrapnel.
•Air Mines:	-Floating air mines that hinder progress.
•Homing Air Mines:	-These will home-in and attack Cliff.
•RoboTanks:	-Small but dangerous automatons.
•Rocket Bomb Launchers:	-Ground based rocket launchers.
•Chaos Bomb Launchers:	-Ground based explosives launchers.
•Mortar Launchers:	-These home-in on Cliff and fire mortar shells at him.
•Aerial Machine Guns:	-Hovering fortresses that home-in on Cliff and shower him with machine gun fire.
•Electrofields:	-Deadly fields that can only be shut down by finding and destroying their controlling radar dish.

Prizes

Throughout his adventure, Cliff will come upon prizes that he can pick up by simply touching. Some prizes are clearly visible while others are hidden in lockers and other secret places. The prizes and their values are as follows:

Red Hearts: **Restores one unit of strength.**

Purple Hearts: **Restores all Cliff's strength.**

Bullets: **Increases bullets by 10.**

Silver Bullets: **Increases bullets by 20.**

Gas Cans: **Gives 4 units of flying fuel.**

Enemy Bosses

At the end of some chapters, Cliff must defeat a powerful enemy boss before he can advance to the next chapter and eventually win the game. These boss enemies include:

- **The Gyrocopter:** -A huge flying fortress that drops assailants. Cliff must defeat a few assailants then shoot at the pilot with all the firepower he can muster.
- **Lothar:** -An enormous thug who will kick Cliff's weapons out of his hands. Lothar can only be defeated in lethal hand-to-hand combat.
- **Observatory Dome:** -Enemy agents have fortified the dome of the observatory where Jenny is being held captive. Cliff must destroy the gun mounts to gain access.
- **Neville Sinclair:** -A fierce fighter from a distance, but cowardly enough to flee anytime you get too close.

90-DAY LIMITED WARRANTY
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

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2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai Service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

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Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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